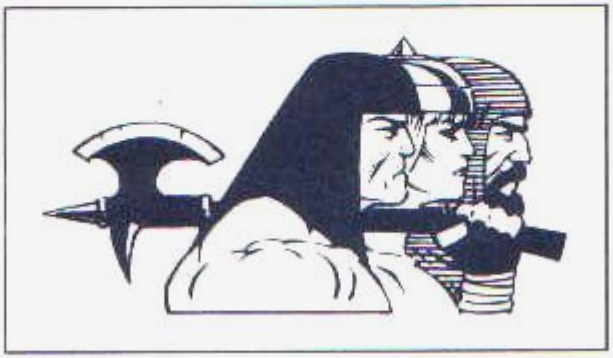
TIMES OF LORE™

by
Chris Roberts



Player Reference Card

ATARI-ST Version
By Imagitec

Playing Times of Lore

1. Place the Times of Lore diskette in your disk drive. Turn on power to both your monitor and disk drive.

2. Plug a joystick into port 2. Turn the power to your computer on. The computer will automatically load the program.

3. Read the story carefully and follow the directions at the end to choose your character in the game. If you choose the Knight, your shining armour of polished steel will keep you strong and mighty in battle. Or if the Valkric's life appeals to you, quickness and agility will keep your foes dodging for their lives. Though the Barbarian's loin cloth is not the most impenetrable of armor, his sheer brute strength will ensure that the protection of more conventional apparel is never missed.

4. In future playing sessions, you can skip the introductory story and character selection by choosing **RETURN TO TIMES OF LORE** at the opening menu.

Movement

The top half of the screen is the **view window**, and your character is always shown in the center of this window. Movement to the north, south, east, and west is accomplished by moving the joystick in the direction you wish to go.

Commands

When you press the **space bar**, you will see a glowing hand appear in the lower screen window. People will stop moving once you enter this command mode. Use the joystick to move the hand to any of the command options, and then press the joystick button to execute the command. Or you can press the **SPACE BAR** to abort your action and return to normal movement mode.

Starting from the leftmost symbol, the commands represented by the different icons are as follows:

Talk - Use the mouth icon to strike up a conversation with another character in the game. The person you wish to talk to must either be right next to you or very close by; shouting in public places is considered rude.

Examine - Occasionally you'll want to examine a nearby object to identify it, or perhaps take a closer look at something you're carrying. The eye works on special items such as scrolls, potions, and one-of-a-kind artifacts, and it also enables you to search nearby for things not immediately visible.

Pouch - The pouch icon displays a list of the items you are carrying, as well as how much money and food you have.

Get - Use this command to pick up gold, food, treasure, and other assorted items that may be found after battles or encountered while exploring cities and dungeons.

Drop - You can only carry a limited number of objects. If your pouch is full, you will need to drop things that are no longer useful before you can acquire new items and treasures.

Offer - Attempt to hand an object to a nearby person. If the person has no use for that particular item, he or she will probably accept it anyway as a token of goodwill.

Use - This command allows you to drink a potion or otherwise make use of something you're carrying, or use scrolls that contain very powerful magic.

Game Options - This command gives you the following options:

Score - allows you to see your current score, which is increased by killing monsters and solving quests.

Load game - allows you to restore the previously saved game.

Pause game - allows you to pause the game until you press the joystick button.

Some commands in the game may ask you to choose which object or person you wish to deal with. For instance, if you activate the DROP command, a list of your DROPable items will appear, along with a cursor bar highlighting the top item. Use the joystick to move the cursor bar. Press the joystick button to select the highlighted item. Press the SPACE BAR to abort the command.

Combat

To attack, move your character to face a nearby enemy and press the joystick button 0.

Acknowledgements

Directed by	Chris Roberts
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